



SEARCH RESULTS

You searched for: (((animation) AND version) AND update)

Results per Page:

Showing 1 - 25 of 5,110 results

Virtual character within MPEG-4 animation framework eXtension

Preda, M.; Preteux, F.;
Circuits and Systems for Video Technology, IEEE Transactions on
Volume: 14 , Issue: 7
Digital Object Identifier: 10.1109/TCSVT.2004.830661
Publication Year: 2004 , Page(s): 975 - 988
Cited by: 1

IEEE JOURNALS

Graphical animation of behavior models

Magee, J.; Pryce, N.; Giannakopoulos, D.; Kramer, J.,
Software Engineering, 2000. Proceedings of the 2000 International Conference on
Digital Object Identifier: 10.1109/ICSE.2000.870440
Publication Year: 2000 , Page(s): 499 - 508
Cited by: 2

IEEE CONFERENCES

Proof Animation: reaching new heights in animation

Earle, N.J.; Henriksen, J.O.;
Simulation Conference Proceedings, 1994. Winter
Digital Object Identifier: 10.1109/WSC.1994.717256
Publication Year: 1994 , Page(s): 509 - 516

IEEE CONFERENCES

The power and performance of Proof Animation

Earle, N.J.; Henriksen, J.O.;
Simulation Conference Proceedings, 1995. Winter
Digital Object Identifier: 10.1109/WSC.1995.478781
Publication Year: 1995 , Page(s): 494 - 501

IEEE CONFERENCES

MPEG-4 facial animation technology: survey, implementation, and results

Abrantes, G.A.; Pereira, F.;
Circuits and Systems for Video Technology, IEEE Transactions on
Volume: 9 , Issue: 2
Digital Object Identifier: 10.1109/76.752096
Publication Year: 1999 , Page(s): 280 - 305
Cited by: 9

IEEE JOURNALS

Layered Architecture for Automatic Generation of Conflicting Animations in Programming Education

Moreno, Andres; Joy, Mike; Myller, Niko; Sutinen, Erkki;
Learning Technologies, IEEE Transactions on
Volume: 3 , Issue: 2
Digital Object Identifier: 10.1109/TLT.2009.36
Publication Year: 2010 , Page(s): 139 - 151

IEEE JOURNALS

Using version control data to evaluate the impact of software tools: a case study of the Version Editor

Atkins, D.L.; Ball, T.; Graves, T.L.; Mockus, A.;
Software Engineering, IEEE Transactions on
Volume: 28 , Issue: 7
Digital Object Identifier: 10.1109/TSE.2002.1019478
Publication Year: 2002 , Page(s): 625 - 637
Cited by: 9

IEEE JOURNALS

The power and performance of proof animation

Henriksen, J.O.;
Simulation Conference, 1996. Proceedings. Winter
Digital Object Identifier: 10.1109/WSC.1996.873317
Publication Year: 1996 , Page(s): 460 - 467

IEEE CONFERENCES

Proof Animation: Better Animation for Your Simulation

Earle, N.J.; Henriksen, J.O.;
Simulation Conference Proceedings, 1993. Winter
Digital Object Identifier: 10.1109/WSC.1993.718043
Publication Year: 1993 , Page(s): 172 - 178

IEEE CONFERENCES

Proof animation: the general purpose animator

Brunner, O.T.; Earle, N.J.; Henriksen, J.O.;
Simulation Conference, 1991. Proceedings., Winter
Digital Object Identifier: 10.1109/WSC.1991.185598
Publication Year: 1991 , Page(s): 90 - 94

IEEE CONFERENCES

Adding animation to a simulation using Proof™

Henriksen, J.O.;
Simulation Conference Proceedings, 2000. Winter
Volume: 1
Digital Object Identifier: 10.1109/WSC.2000.899716
Publication Year: 2000 , Page(s): 191 - 196 vol.1

IEEE CONFERENCES

Windows-based animation with Proof™

Henriksen, J.O.;
Simulation Conference Proceedings, 1998. Winter
Volume: 1
Digital Object Identifier: 10.1109/WSC.1998.744950
Publication Year: 1998 , Page(s): 241 - 247 vol.1

IEEE CONFERENCES

The Power And Performance Of Proof Animation

Henriksen, J.O.;
Simulation Conference, 1997 , Proceedings of the 1997 Winter
Digital Object Identifier: 10.1109/WSC.1997.640921
Publication Year: 1997 , Page(s): 574 - 580

IEEE CONFERENCES

An embedded modeling language approach to interactive 3D and multimedia animation

Elliott, C.;
Software Engineering, IEEE Transactions on
Volume: 25 , Issue: 3
Digital Object Identifier: 10.1109/32.798320
Publication Year: 1999 , Page(s): 291 - 308
Cited by: 1

IEEE JOURNALS

High-quality animation of 2D steady vector fields

© Copyright 2011 IEEE -- All Rights Reserved



Lefer, W.; Jobard, B.; Leduc, G.;
 Visualization and Computer Graphics, IEEE Transactions on
 Volume: 10 , Issue: 1
 Digital Object Identifier: 10.1109/TVCG.2004.1260754
 Publication Year: 2004 , Page(s): 2 - 14

IEEE JOURNALS

Object-oriented Simulation Animation Builder

Hill, D.R.C.; Gourgand, M.; Kellert, P.;
 Simulation Symposium, 1993. Proceedings., 26th Annual
 Digital Object Identifier: 10.1109/SIMSYM.1993.639140
 Publication Year: 1993 , Page(s): 237 - 246

IEEE CONFERENCES

Obliq-3D: a high-level, fast-turnaround 3D animation system

Najork, M.A.; Brown, M.H.;
 Visualization and Computer Graphics, IEEE Transactions on
 Volume: 1 , Issue: 2
 Digital Object Identifier: 10.1109/2945.468402
 Publication Year: 1995 , Page(s): 175 - 193
 Cited by: 3

IEEE JOURNALS

General-purpose concurrent and post-processed animation with proof™

Henriksen, J.O.;
 Simulation Conference Proceedings, 1999 Winter
 Volume: 1
 Digital Object Identifier: 10.1109/WSC.1999.823067
 Publication Year: 1999 , Page(s): 176 - 181 vol.1

IEEE CONFERENCES

A rule-based interactive behavioral animation system for humanoids

Noser, H.; Thalmann, D.;
 Visualization and Computer Graphics, IEEE Transactions on
 Volume: 5 , Issue: 4
 Digital Object Identifier: 10.1109/2945.817347
 Publication Year: 1999 , Page(s): 281 - 307
 Cited by: 4

IEEE JOURNALS

How Psychophysical Perception of Motion and Image relates to Animation Practice

MacGillivray, G.;
 Computer Graphics, Imaging and Visualisation, 2007. CGIV '07
 Digital Object Identifier: 10.1109/CGIV.2007.48
 Publication Year: 2007 , Page(s): 81 - 88

IEEE CONFERENCES

The Outsourcing of "Creative" Work and the Limits of Capability: The Case of the Philippines' Animation Industry

Tschang, F.T.; Goldstein, A.;
 Engineering Management, IEEE Transactions on
 Volume: 57 , Issue: 1
 Digital Object Identifier: 10.1109/TEM.2009.2028325
 Publication Year: 2010 , Page(s): 132 - 143

IEEE JOURNALS

Animation Key-Frame Extraction and Simplification Using Deformation Analysis

Tong-Yee Lee; Chao-Hung Lin; Yu-Shuen Wang; Tai-Guang Chen;
 Circuits and Systems for Video Technology, IEEE Transactions on
 Volume: 18 , Issue: 4

Digital Object Identifier: 10.1109/TCSVT.2008.918456
Publication Year: 2008 , Page(s): 473 - 486
Cited by: 1

IEEE JOURNALS

.....
**Advanced framework for an error-resilient
parameter analysis-synthesis system of facial
animation**

Fu Yun; Zheng NanNing;
Systems, Man and Cybernetics, 2003. IEEE International
Conference on
Volume: 5
Digital Object Identifier: 10.1109/ICSMC.2003.1245697
Publication Year: 2003 , Page(s): 4528 - 4534 vol.5

IEEE CONFERENCES

.....
**A preliminary study on collaborative methods in
animation design**

Liu, Xiaoping; Li, Lin; Lu, Jintong; Du, Lin; Shen, Guangting;
Computer Supported Cooperative Work in Design (CSCWD),
2010 14th International Conference on
Digital Object Identifier: 10.1109/CSCWD.2010.5471874
Publication Year: 2010 , Page(s): 764 - 771

IEEE CONFERENCES

.....
Critic review on MPEG-4 face and body animation

Preda, M.; Preteux, F.;
Image Processing, 2002. Proceedings. 2002 International
Conference on
Volume: 3
Digital Object Identifier: 10.1109/ICIP.2002.1039018
Publication Year: 2002 , Page(s): 505 - 508 vol.3

IEEE CONFERENCES